ELSEVIER

Computers & Graphics 28 (2004) III–X

COMPUTERS &GRAPHICS

www.elsevier.com/locate/cag

List of Contents

NUMBER 1

In this issue the special topics are
CODING, COMPRESSION AND STREAMING TECHNIQUES FOR 3D AND MULTIMEDIA DATA
Guest Editors: Stefan Gumhold, Stefan Noll

OPEN SG
Guest Editors: Dirk Reiners, Dieter Fellner, Reinhard Klein, Jan Kautz

NUMBER 2

In this issue the special topic is
VIDEO TECHNOLOGY AND INTERACTIVE BROADCASTING
Guest Editors: Dirk Balfanz, David Shrimpton

NUMBER 3

In this issue the special topics are
VISUAL KNOWLEDGE DISCOVERY
Guest Editors: Adèrito Marcos, Wolfgang Müller, Heidrun Schumann
and
EDUCATION
Guest Editors: Lars Kjelldahl, John Finnegan

NUMBER 4

In this issue the special topic is
CYBERWORLDS
Guest Editors: Seah Hock Soon, Alexei Sourin

NUMBER 5

In this issue the special topic is
PERVASIVE COMPUTING AND AMBIENT INTELLIGENCE—MOBILITY, UBIQUITY AND WEARABLES GET TOGETHER
Guest Editors: Paulo Ferreira, Hartmut Raffler

NUMBER 6

In this issue the special topic is
POINT BASED GRAPHICS
Guest Editors: Mark Pauly, Matthias Zwicker